



Empires and Allies Walkthrough



Zynga are one of the biggest developers providing games for the Facebook platform. Empires and Allies is something different to their usual efforts, but still relies on the same model: it is a free game that you can purchase additional content for to enhance your experience. The game itself is a strategy game based on war and empires, very much like the Civilization series. Indeed, you don't immediately have to focus on aggressive conquest, and the game provides opportunities for players to attempt to sit back and gather resources in safety.

You begin the game on an island. The idea of the game is to develop your empire, which can expand over the other islands. Each island effectively counts as a different empire, so when another player is on an island, you can attack them and take it over. The main enemy in the game is called The Raven. It is he and his cronies who are on the other islands. The Raven himself is on the final one on the map. You have to go through the islands one by one to get to him as the final battle, which is the ultimate goal for any Empires and Allies player. It was quite a while before the first player defeated The Raven, but it has now been achieved.

There is quite an in depth narrative behind Empires and Allies, beginning with the main enemy, 'The Raven' launching a massive attack on your empire. From the rubble of this encounter, you have to rebuild your empire and eventually dominate the map. As you progress through the various missions that are placed in front of you, you are treated to new units and rewards along the way.

There is a population cap on each island, as with other Zynga games. This is to keep it all manageable and stop the game from coming bogged down with too many troops. In Empires and Allies, 'population' limits can be increased by constructing government buildings.

Build and Upgrade a Neighbourhoods in Empires & Allies



You can now build and upgrade a **Neighbourhood** in **Empires & Allies**. Similar to the Neighbourhoods in **City Ville**, this structure will allow for the storage of up to 15 different homes, regardless of their type. You'll start out with a first floor that can hold five homes, and must then upgrade the building twice in order to hold all 15 homes in the end.

You'll gain item storage just as soon as you place this **Neighbourhood** in your Empire, as four building slots are available from the start. From there, you'll need to ask friends to unlock the fifth slot in the block. After that, you'll need to start collecting building materials to unlock Block 2, and eventually Block 3, until your Neighbourhood has reached its full potential.

Unfortunately, you can only have a single **Neighbourhood** in your Empire as of this writing, but it should be enough to allow you to progress your game forward quite a bit with all of the land you'll save.

You're going to need a strong Economy to produce a military.

* Some of the more advanced Buildings require ore. Which ore used depends entirely on which ore you are able to mine. This is randomly selected when you play the game for the very first time. Consult your game to determine which ore is required to construct each building. It will be different for everyone.

Farm



Statistics

- Requirement: None
- Costs: ?? Wood**
- Size: 2x2

** The amount of wood to construct farms depends on the number of farms you have already built. The more farms you have, the more wood it will cost to build a new farm.

Farms are needed to produce crops which can be turned into Coins. Farms are crucial early on in the game, but tend to lose their value after you build a stronger economy around Oil, Wood, and Ore. Also, raiding friends and advancing through the game's campaign eventually prove more lucrative.

Lumber Mill



Statistics

- Requirement: Population of 50
- Costs: 200 Coins
- Size: 2x2

You're going to need wood to construct your empire's buildings. The cheapest way to get wood in a large quantity is through the Lumber Mill. As you progress in the game, you're going to need a lot of Lumber Mills. You can eventually sell them and replace them with more efficient versions. Any excess wood can be sold in your Market to your neighbours.

Lumber Mill II



Statistics

- Requirement: Population of 600
- Costs: 8750 Coins + 25 Wood + 30 Ore*
- Size: 2x2

More efficient than the earlier Lumber Mill, the Lumber Mill II will be able to produce more wood at a faster, cheaper rate. You can eventually sell them and replace them with the Lumber Mill III. Any excess wood can be sold in your Market to your neighbors.

Lumber Mill III



Statistics

- Requirement: Population of 2250
- Costs: 26750 Coins + 2675 Wood + 65 Ore*
- Size: 2x2

The Lumber Mill III is the most efficient of the Lumber Mills. When you have access to the Lumber Mill III, we recommend building several of them. Wood remains a valuable commodity in the Markets and there are some buildings that require a large amount of Wood to construct.

Market



Statistics

- Requirement: Population of 250
- Costs: 1000 Coins + 100 Wood + 5 Ore*
- Size: 2x2

Markets play an integral part of your economy. As you produce excess resources and military units, you can put them up for sale in your Market. If you visit someone else's empire, you can purchase whatever resources and military units they have up for sale, if any.

Oil Well



Statistics

- Requirement: Population of 100
- Costs: 250 Coins + 25 Wood
- Size: 2x2

Oil Wells drill deep into the ground, extracting sweet, valuable crude oil. That oil is not only useful for selling at the Market, but you're going to go through that black gold like crazy as you build up your military and upgrade each of the units. Oil is one of the most useful commodities in the game. We cannot stress the importance of building lots of Oil Wells enough.

Oil Well II



Statistics

- Requirement: Population of 500
- Costs: 2000 Coins + 200 Wood + 10 Ore*
- Size: 2x2

The Oil Well II is the better, more efficient big brother of the original Oil Well. You can bring up more crude faster and cheaper to produce a stronger military and filling your coffers by putting the oil up for sale in the Market.

Oil Well III



Statistics

- Requirement: Population of 1800
- Costs: 13500 Coins + 1350 Wood + 40 Ore*
- Size: 2x2

This is the most efficient of the Oil Wells in the game. You're not going to get access to these for quite some time, but when you do, you can practically drown your empire in oil. There's no such thing as too much oil, however. You're still going to need a lot of oil to cover unit upgrades and military construction. Don't be shy about building a fleet of Oil Well IIIs.

Ore Mine



Statistics

- Requirement: Population of 200
- Costs: 300 Coins + 30 Wood
- Size: 2x2

When you play the game for the first time, the game randomly assigns one type of ore to you. It's not something you can ever change. No matter which ore you're assigned, you're going to need a lot of it for constructing your military, buildings, and researching upgrades. This stuff is needed in mass quantities. Also, ore sells at a significantly higher price on the open market than oil and wood. Be sure to throw some ore into the Market to bring in some extra coins.

Ore Mine II



Statistics

- Requirement: Population of 1600
- Costs: 12000 Coins + 1200 Wood + 35 Ore*
- Size: 2x2

Due to the high population requirement for the more efficient Ore Mine III, you're most likely going to be building the Ore Mine and Ore Mine II during the first 90-95% of the campaign. It's not hard to get your fill on ore with these two buildings, however. With a few dozen of these, you'll be sitting on more ore than you'll know what to do with.

Ore Mine III



Statistics

- Requirement: Population of 4000
- Costs: 26750 Coins + 2675 Wood + 65 Ore*
- Size: 2x2

Definitely the most efficient of the Ore Mines, this will take some time to unlock due to the high population requirement. You can retire some of your less efficient Ore Mines and upgrade to these, but don't make it a high priority. If you have enough of the earlier mines, you'll have plenty of ore to get you by unless you're able to find a strong market for your ore.

Air Force Research Lab



Statistics

- Requirement: Population of 800
- Costs: 5000 Coins + 500 Wood + 25 Ore*
- Size: 3x3

The Air Force Research Lab is used to develop advancements for the units you train in your Hangars. You can improve things like the unit's accuracy, strength, build cost, and build time.

Army Research Lab



Statistics

- Requirement: Population of 300
- Costs: 1000 Coins + 100 Wood + 10 Ore*
- Size: 3x3

The Army Research Lab is used to develop advancements for the units you train in your Barracks. You can improve things like the unit's accuracy, strength, build cost, and build time.

Barracks I



Statistics

- Requirement: None
- Costs: 200 Coins + 20 Wood
- Size: 2x2

The Barracks is used to create your most basic of ground unit.

Barracks II



Statistics

- Requirement: Population of 700
- Costs: 4000 Coins + 400 Wood + 15 Ore*
- Size: 2x2

The Barracks II is used to create more advanced ground unit. You'll use these units during most of the game.

Barracks III



Statistics

- Requirement: Population of 3200
- Costs: 20000 Coins + 2000 Wood + 50 Ore*
- Size: 2x2

The Barracks III is used to train the most advanced ground units in the game. You won't use these units until towards the end of the campaign mission.

Hangar I



Statistics

- Requirement: Population of 325
- Costs: 400 Coins + 40 Wood
- Size: 2x2

The Hangar is used to create your most basic of aircraft. Train your Air Force here and prepare to hit the sky!

Hangar II



Statistics

- Requirement: Population of 1000
- Costs: 6500 Coins + 650 Wood + 20 Ore*
- Size: 2x2

The Hangar II is used to create more advanced aircraft. You'll use these units during most of the game.

Hangar III



Statistics

- Requirement: Population of 3200
- Costs: 24700 Coins + 2470 Wood + 55 Ore*
- Size: 2x2

The Hangar III is used to train the most advanced aircraft in the game. You won't use these units until towards the end of the campaign mission.

Navy Research Lab



Statistics

- Requirement: Population of 1100
- Costs: 5000 Coins + 500 Wood + 25 Ore*
- Size: 3x3

The Navy Research Lab is used to develop advancements for the units you train in your Shipyards. You can improve things like the unit's accuracy, strength, build cost, and build time.

Shipyards I



Statistics

- Requirement: None
- Costs: 300 Coins + 30 Wood
- Size: 2x2

The Shipyards is used to create your most basic seafaring units.

Shipyards II



Statistics

- Requirement: Population of 1200
- Costs: 7580 Coins + 758 Wood + 25 Ore*
- Size: 2x2

The Shipyards II is used to create more advanced seafaring units. You'll use these units during most of the game.

Shipyards III



Statistics

- Requirement: Population of 3600
- Costs: 25700 Coins + 2570 Wood + 60 Ore*
- Size: 2x2

The Shipyards III is used to train the most advanced seafaring units in the game. You won't use these units until towards the end of the campaign mission.

Combat

Players take it in turns to attack. This can be done by attacking or defending an island, or when fighting the AI during campaigns. It takes energy to attack.

Attacking

A central part of Empires and Allies is attacking other people in order to get more resources. To be able to attack, the recipient of said attack needs to be level 6. You cannot attack an enemy who has a World Embassy running.

Once the attack has been initiated, you will see squares indicated on the map to show where you can move your units to. Once all the squares are full, the action can commence!

When picking units to use in attacks, bear in mind that you should try to keep sufficient numbers to maintain a good variety throughout the combat. If you are left with only units of one type, or even a few, the chances are you will struggle to be able to mount a strong attack against the enemy, as you won't have any units with sufficient strengths to choose from.

Similarly, you should focus your attacks on where your enemy is weakest - if they only have one of a particular unit left, take it out and they will have a gaping hole in their strategy.

Invasion Zone

The Invasion Zone is the area that you are able to pillage, gaining resources once every four hours until the zone is shut down by the defending player's army. The Invasion Zone is also stopped if you join the World Embassy.

In the Invasion Zone, the attacker gets resources from any buildings in the vicinity.

Upon invading you can see the resources of your enemy and pick an area to attack. It depends on your current resource situation as to where you will want to focus your attack, though if there are buildings close together, there should be fewer military units able to defend them.

Defending

When a player has an Invasion Zone in your territory, they are sapping your resources. It also costs more energy to be able to maintain the infrastructure of the area in question while it is in this state.

The best way to avoid being attacked by other players is to establish a World Embassy. This prevents anyone from attacking you, as well as from you attacking them.

Every unit in the game has a defensive radius. For land and air units, this is one square around the unit, while water units are given three squares. This means that if your opponent tries to attack a building that is in the defensive zone, they have to take out your units first.

When positioning defensive units, it makes sense to put the stronger or more numerous around the most important resources. This depends on your current situation, but generally Oil, Wood, Ore and government buildings are the things to protect most ardently.

Allies

When defending, you can request the assistance of one of your allies. This can be another player who is able to assist you by providing powerups for you to use in combat.

Health

Each unit has a limited amount of health. After battling the enemy, you have the opportunity to restore their health, if they have not already been defeated. To do this, you can use Empire Points to buy a power up, use one that you have in your inventory already, or purchase health directly for a unit.

Power ups are used by clicking the central circle at the bottom of the screen. You want to use the Field Repair power ups to get health back, so either select it or buy it with Empire Points.

Power ups affect all of your units in the current combat scenario. Sometimes you may not want to use up a valuable power up if only one of your units is damaged, so in this case you could employ your Empire Points. To do this, click on the health icon for that particular unit and you will have the option to give it maximum health for 2 Empire Points. When giving a unit health back, you are also sacrificing a turn.

Surrender

It is possible to retreat from battles, for example if you know you are not going to be able to win, or if you run out of energy mid-fight.

World Embassy

The key advantages of establishing a World Embassy are that you no longer have to worry about being attacked by opposition forces. Upon its establishment, you can't attack people or suffer the risk of losing the embassy's effects. Also, you have to give back any territory that you have captured throughout the game so far.

Obviously the natural tactic would be to use the World Embassy as a tool whenever you need to get out of a sticky situation. Zynga have combatted this by not allowing you to reactivate the World Embassy for six hours after it has been turned off.

If you suddenly realise that you don't have enough units to defend your empire, activate your World Embassy, and it should keep the enemy from your gates until its effects run out.

Bonuses

After making a Critical Kill you can boost your Bonus Bar by clicking the icons that come out from tech defeated enemy. This increases the amount of rewards you get from such actions.

In Empire & Allies, the war effort is more than building houses and clearing land. It's about amassing a formidable army to take down the mysterious Raven and the Dark Alliance. This army takes material and cash to get them off the ground but are vital in taking down the evil forces set on stealing your alliance's secrets. Troops are created from the barracks, shipyard and hangar. Troops are created from the barracks, shipyard and hangar.



Use the right troops in missions.

Each unit has a type assigned to them: tank, fighter, soldier, gun boat, artillery, battleship, bomber, carrier, and airship. Each unit also has three types they are strong against. When you deploy units, make sure that the ones you use are strong against the ones the enemies have.

Deploying out strong units not only makes the battles easier but net two extra perks. One, the chance of high critical attacks against their units is increased netting extra loot, but it also prevents the enemy from taking out your units in the same fashion.

Fighting by land air, and sea.

The game has three areas to fight in: by land, air and sea. The areas themselves do not give any bonuses but they do influence what unit you can bring out (land = ground troops, air = planes, sea = ships). The combat is turn based and has a sort of half screen where units even on differing areas can fight each other.

Always make sure that lost units are replaced.

Note if any units are lost, rebuild after every battle. Units left after a fight automatically heal. When a new unit is created, you can physically place it on your land or click the cancel button. Any non -placed units will be put in your inventory.

Keeping your units up will save time in waiting for more units in between battles.

Units

In Empires and Allies, constructing units takes place from a variety of buildings. You can construct Water, Land and Air vehicles from the appropriate locations. Regardless of the unit type, all are able to attack each other. After a unit has been destroyed, rewards emerge, including Coins and Oil.

Below is an outline of the units in the game:

Land:

Artillery: For land units, Artillery has strengths against Battleships, Bombers and Tanks.

Soldier: Soldiers do best against Airships, Artillery and Carriers.

Tank: The final land unit has its strengths against Fighters, Gunboats and Soldiers.

Air:

Airship: This air unit is strong against Bombers, Gunboats and Tanks.

Bomber: The final air unit is good against Battleships, Fighters and Soldiers.

Fighter: Fighters, another air unit, excel against Airships, Gunboats and Tanks.

Sea:

Battleship: This sea unit is best against Fighters, Gunboats and Tanks.

Carrier: Carriers are strongest when fighting Airships, Artillery and Battleships.

Gunboat: The final sea unit is the gunboat, which has strengths against Bombers, Carriers and Soldiers

Reputation

Reputation comes in the form of Honour and Infamy in Empires and Allies.

Honour

To gain Honour, you essentially have to be a good and friendly neighbour. Assist your allies and other players in defensive requirements, and visit their empires as much as possible. You can see Honor indicated by a red heart.

The more Honour that you have, the greater the rewards that are given for performing similar tasks in the future, when helping out allies. It also gives you defensive power-ups as you level up

Infamy

Infamy is the polar opposite of Honour. This is gained by performing dastardly or malicious tasks. To get it, invade other player's lands. You will see Infamy depicted appropriately as a black heart. There are benefits to gaining Infamy, however. It gives you more powerful attacks in combat, for example.

Power Ups

Neighbours have an important role to play in combat. You can use them to give you a powerup that is selected randomly and will help your attack or defence.

You can also get power ups by levelling up in Infamy or Honour. Sometimes Zynga give power ups for free for performing certain tasks, like adding new Neighbours.

Below is a list of all the power ups in Empires and Allies, along with their cost and function:

Air Strike I: This costs 4 Empire Points, and releases three bombs upon the target. It effects land units the most.

Air Strike II: The cost for this is 13 Empire Points, and it drops double the bombs of Air Strike I (so six in total).

Air Strike III: 20 Empire Points will buy you this power up, which releases nine bombs compared to Air Strike I and II.

Field Repairs I: Field Repairs I costs 4 Empire Points to purchase, and adds 25 health to units.

Field Repairs II: Costing 11 Empire Points, this adds 50 health to units.

Field Repairs III: For 20 Empire Points you can buy this power up which supplies all your units with 100 health.

Explosive Ammo I: To boost damage, you can spend 3 Empire Points on this power up. Note that the attack has to be successful for this to take effect.

Explosive Ammo II: This costs 8 Empire Points and increases damage by a greater extent.

Explosive Ammo III: For 13 Empire Points you are able to reach the maximum level of damage on successfully attacks.

Missile Attack I: This power up costs 5 Empire Points and attacks enemy units with a missile. It damages sea units the most.

Missile Attack II: As above, but with more missiles, damage and costing 16 Empire Points.

Missile Attack III: For 25 Empire Points you can get the maximum rated Missile Attack.

Hunker Down I: To reduce damage taken from enemy attacks, you can use this power up. It costs 4 Empire Points to purchase.

Hunker Down II: This power up costs 8 Empire Points and reduces enemy damage even more.

Hunker Down III: To reduce enemy damage the most, you can get this power up for 12 Empire Points.

Target Jammer I: This power up costs 5 Empire Points. It lowers enemy accuracy.

Target Jammer II: 11 Empire Points will buy this for you, making enemies even less accurate. This increases the chance of them only hitting with glancing blows.

Target Jammer III: To get Target Jammer III, spend 19 Empire Points for the lowest possible enemy accuracy.

Accuracy I: Accuracy I makes your units more accurate, costing 5 Empire Points.

Accuracy II: For 11 Empire Points you can make your units even more accurate. This

increases the chance of getting critical hits.

Accuracy III: 17 Empire Points will buy Accuracy III, maxing out friendly accuracy.

Evasion I: Evasion reduces the chance that you will be hit by enemy attacks. The first level costs 6 Empire Points.

Evasion II: For 12 Empire Points you can get Evasion II, which makes enemy attacks even less likely to hit.

Evasion III: 20 Empire Points buys the maximum Evasion level.

EMP I: EMP I takes out the enemy's weapons and costs 7 Empire Points.

EMP II: 11 Empire Points can purchase EMP II, which makes the EMP more effective.

EMP III: For the maximum EMP effectiveness you can spend 15 Empire Points to get EMP III.

Poison Gas I: Poison Gas damages the enemy successively - in this case with 5 damage per attack. It costs 8 Empire Points to purchase.

Poison Gas II: Spend 15 Empire Points on Poison Gas II to get attacks that deal 10 damage each time.

Poison Gas III: Poison Gas III costs 21 Empire Points for 15 damage per attack.

Tactical Nuke: You can purchase the ultimate weapon - a tactical nuke - for a whopping 49 Empire Points. The Tactical Nuke deals a staggering 1000 damage to ALL enemy units.

Building a successful economy in Empires & Allies is a fairly straight-forward process, but there are a few things people sometimes overlook so we're going to take a closer look at the economy and see how we can put together an economic powerhouse and take down The Raven and his powerful, evil allies.

You're going to be tempted fairly early on to build a fleet of wood or oil-producing buildings. Resist that temptation. Those buildings require a lot of resources and you are better off investing in the necessary government and housing, immediately followed by Farms. Farms are the main industry you should invest in. Their importance in the early game cannot be overlooked. You need a stockpile of coins if you're going to do anything.

TIP: New crops become available to you as your level increases. In addition to considering which crops may be more cost-effective, consider the time it takes each crop to grow and become ready to harvest. For instance, if you're going to be away from your computer for 8 hours, there's no point in planting a 1-hour crop. Take into consideration your daily schedule when playing the game.

As you advance through the levels, add your Lumber Mills, Oil Wells, and Ore Mines, in that order. Their role in the game happens to come in that order, so don't immediately whip out your gold pan and expect to hit it rich like the 49ers.

Markets

When you have a nice little supply of resources, consider constructing a Market to put your goods up for sale to your neighbours. Everyone is in constant need of something to either train units, construct buildings, complete goals, or research military advancements.

TIP: In addition to ore, oil, and wood, Markets can also sell your excess military units.

When planning out the design of your empire, keep in mind that Markets can only sell one type of good. With that in mind, consider putting multiple Markets on your main island. Not only will this allow you to sell several types of goods, but when a neighbor loads your empire map, the Markets will be one of the first things they see. If your Markets are on a distant island, your neighbours won't find it as easily and may be less likely to buy something.

TIP: If you have a difficult time selling your good, add more neighbors. Check your friends' Facebook Wall and see if there are other players posting on his Wall. Also, Zynga has a forum dedicated to helping people find new neighbours. When we added a dozen neighbors one day, it resulted in over \$1 million coins worth of sales the same day. Always add new neighbors to keep your empire's coffers full.



Additional ways to gain resources include invading your neighbours, repelling invasions, combat with The Dark Alliance on the Battle Map, helping neighbours by checking your Facebook Wall for requests, and by visiting your neighbours to help them with tasks. These are obviously fairly slow in netting huge gains, but every coin and barrel of oil counts.

Remember to be patient. Empires & Allies isn't a first-person shooter. Teenage angst and caffeine won't fuel your way to the game's final boss in fifteen hours. It'll take time to build an economy and take down The Raven with a strong military.

How to earn ton of coins

1. In order for this Empires and Allies Cheats to work, you need to have A LOT OF FRIENDS. If you don't know how to get a lot of friends, visit Empires and Allies pages on facebook and ask for people to become your friends. It's very easy and you'll have tons of them in no time.

2. Once you have lots of friends in the game, send them a specific gift daily. What gift? The Arch.



3. If you have good friends, there's a huge chance that after you sent them this gift, they will give you one in return. The more friends you have, the more chances of you getting something in return. You can also ask them for this.

4. After receiving lots of Arches, visit your inventory to see how many Arches you got. Take them out of your inventory and place them on your empire.



5. Sell each of the Arch that you got. Each Arch can be sold for 500 coins. If you receive 20 Arches from your friends daily, you will have 10,000 coins daily. For 50 Arches, you'll get 25,000 coins daily.



How to get more Energy

1. Visit friends
2. Ask Friends for energy
3. Buy Energy using Empire Points



Empires and Allies Energy restores 1 point every 5 minutes. So if you have visited all your friends, asked them for energies and if you don't want to buy some, take a rest from the game and come back after an hour or two and have a full energy to continue your game.

How to get minerals

1. You can buy from your neighbours. That's right. That is why each empire has a Market. You sell the minerals that you can produce and you buy the other minerals that you need from your neighbours.
2. Do a lot of battles. You can randomly get minerals during battles when you hit an enemy with Critical hits or Kills.
3. You can ask from your friends to send you the minerals that you need.

The Lucky Mermaid

Legend has it that **the Lucky**

Mermaid brings **Empire Points** wherever it docks! Do whatever it takes to keep it docked in your Empire—but be careful! You're not the only one who's after it.



The Lucky Mermaid is a brand-new **Mini-Campaign** in **Empires & Allies**; It's a timed quest series with a bunch of different quests you can complete, for increased rewards.



There are two branching quest paths. One tends to favour battles, while the other favours more social activities like neighbour visits. Be careful, though! Once you've chosen one, you can't go back and choose the other until you complete the quest chain!

The quest rewards are significantly higher than **normal quests**, and if you complete the chain before time runs out, you will not only receive **Empire Points**—you'll also unlock the "**Golden Mermaid**" decoration for your harbour! Word is that the casino on board the **Golden Mermaid** can generate some pretty lucrative profits for your Empire in **Empires & Allies**.

